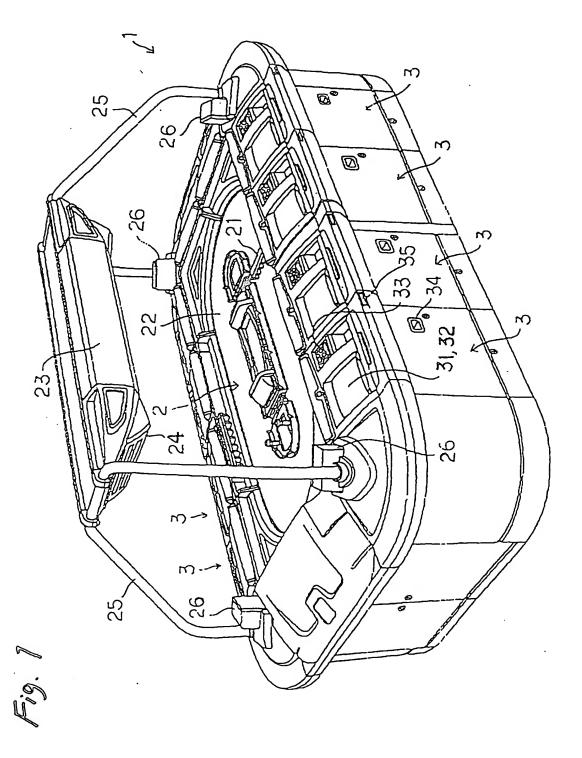
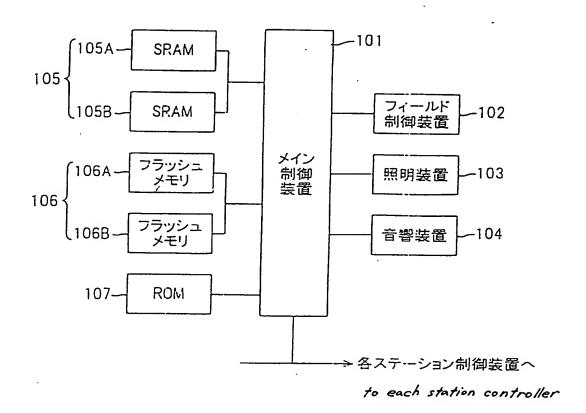
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## Fig. 2



101: main controller

102: field controller

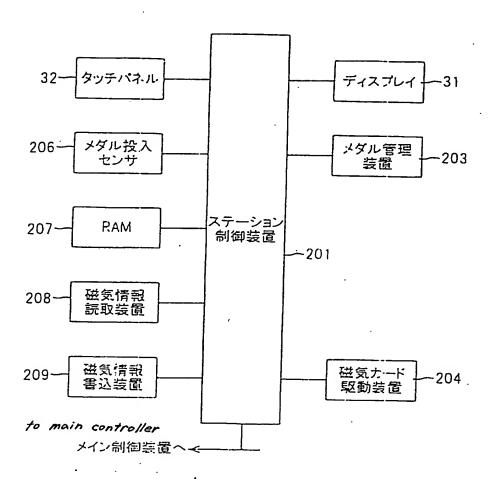
103: lighting system

104: sound system

106A, 106B: flash memory

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### Fig. 3



31: display

32: touch panel

201: station controller

203: token manager

204: magnetic card driver

206: token insertion sensor

208: magnetic information reader

209: magnetic information writer

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# Fig. 4A

### PLAYER DATA

ID CODE						
ID CODE						
PLAYER'S NAME						
(CROWN PART OF OWNED HORSE)						
TOTAL NUMBER OF GAMES PLAYED						
NAME CODE						
AGE, SEX						
(GROWTH) TYPE INFORMATION						
NUMBER OF RACES PARTICIPATED						
SPEED, STAMMINA						
PHYSICAL CONDITION						
TOTAL ACQUIRED PRIZES						
PAST PERFORMANCE						
TRAINING STYLE						
LATEST PLAYED DATE						
UPDATE INFORMATION						
CHECK CODE						

Fig. 4B

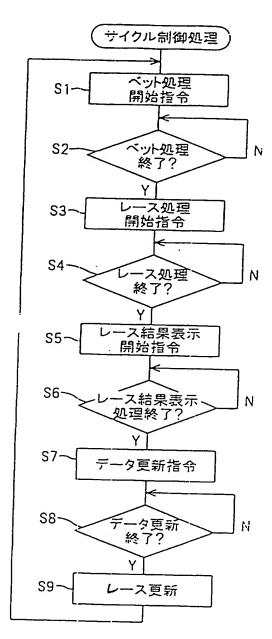
### MAGNETIC CARD INFORMATION

ID INFORMATION	ID CODE						
ID INI ORWATION	CHECK CODE						
OTHER INFORMATION							
(SCREEN LAYOUT INFORMATION ETC.)							

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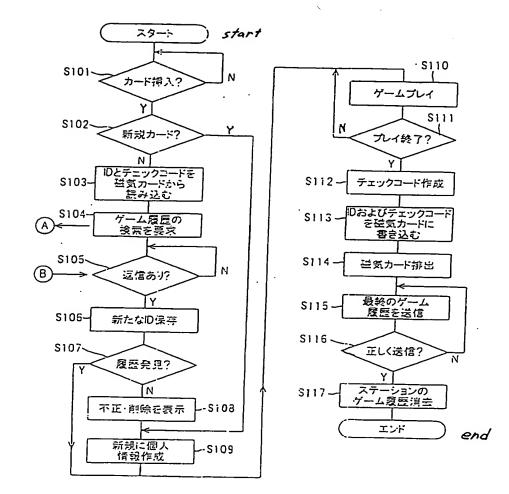
## Fig. 5



#### cycle control processing

- S1: start betting processing
- S2: betting processing is completed?
- S3: start race processing
- S4: race processing is completed?
- S5: start race result display processing
- S6: race result display processing is completed?
- S7: start data update
- S8: data update is completed?
- S9: update race

Fig. 6



S101: magnetic card is inserted?

S102: new card?

S103: read out ID information from magnetic card

S104: request to retrieve past player data

S105: reply from main controller?

S106: save new ID code

S107: past player data is present?

S108: display error message

S109: prepare new personal information

S110: play game

S111: play is over?

S112: prepare check code

S113: write new player data onto magnetic card

S114: eject magnetic card

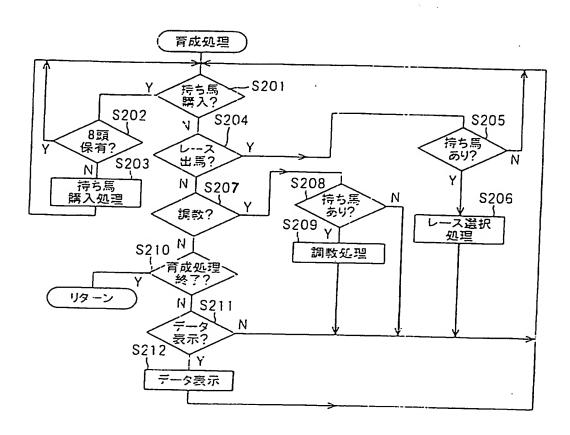
S115: transmit recent player data

S116: transmission is successful?

S117: delete player data on station

# Fig. 7

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#### rearing processing

S201: horse selection is selected?

S202: 8 horses are owned?

S203: horse selection processing

S204: race selection is selected?

S205: player has any owned horse?

S206: race selection processing

S207: training is selected?

S208: player has any owned horse?

S209: training processing

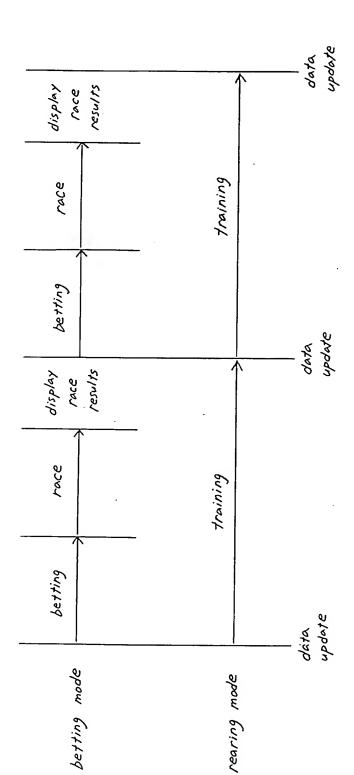
S210: rearing processing is terminated?

return

S211: data display is selected?

S212: data display processing

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Fig. 9

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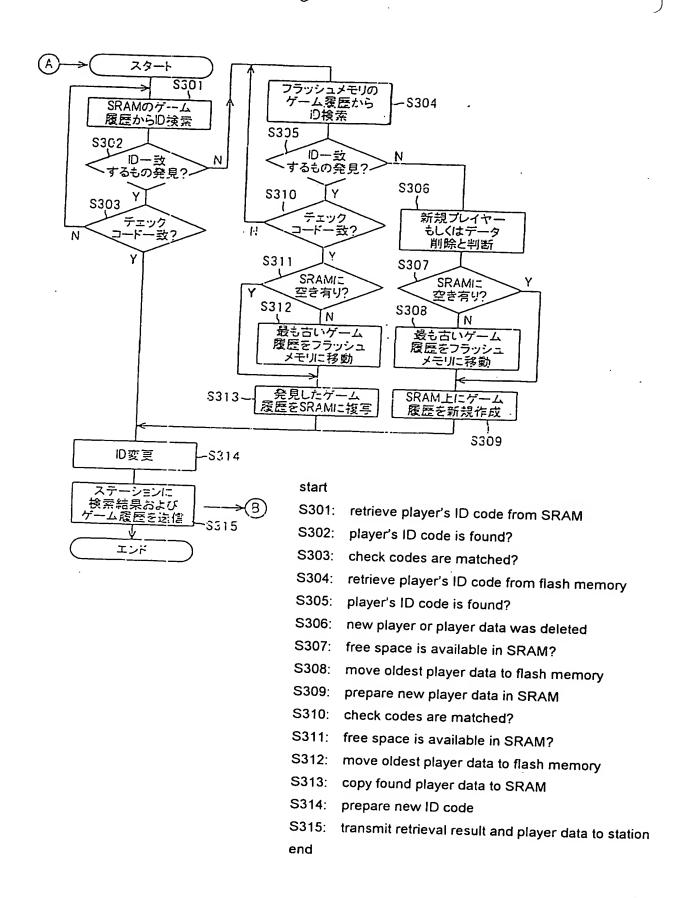
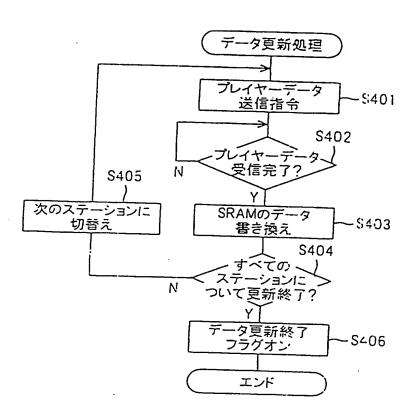


Fig. 10

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### data update processing

S401: receive instruction for transmitting player data

S402: player data reception is completed?

S403: update data in SRAM

S404: data update is completed in all stations?

S405: switch to next station

S406: turn on data update end flag

end

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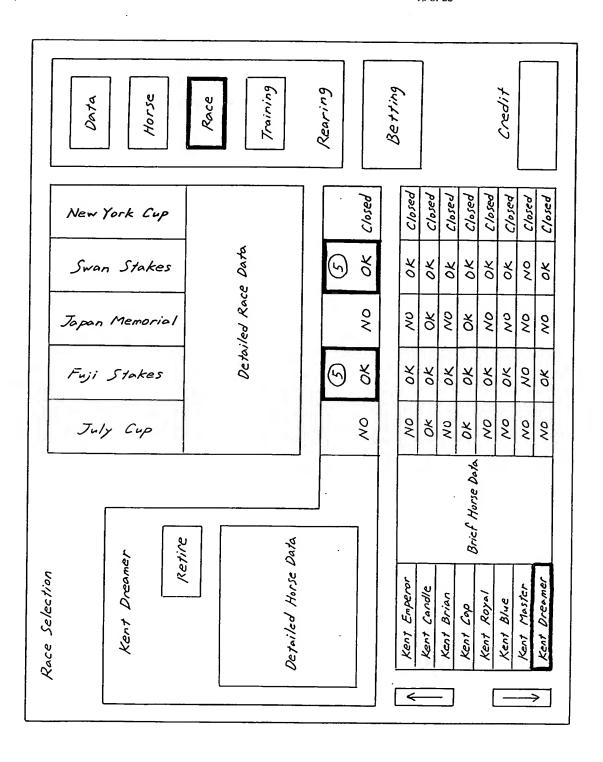
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Player Name Registration	
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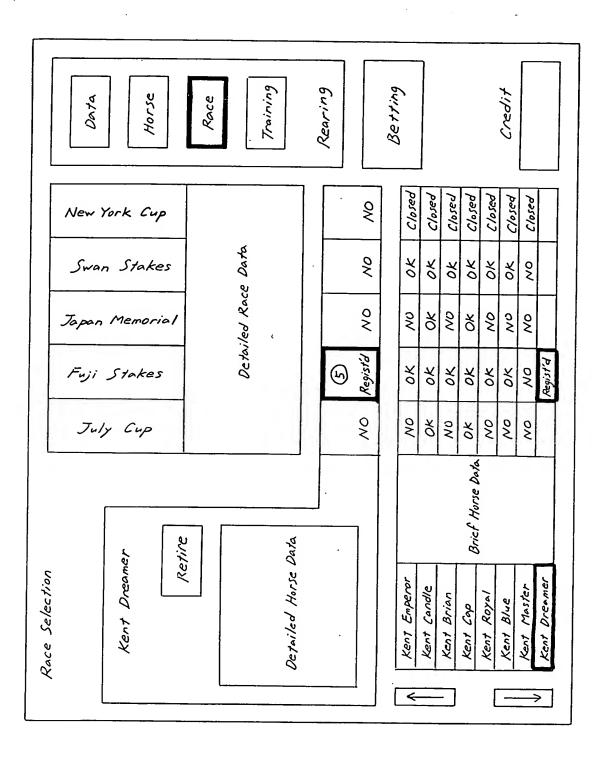
Data	Horse	Training Rearing	Betting
Kent Prince	Purchase 200  Kent Dreamer	Purchase 200	Kent Winds  Purchase 200  Comment
Horse Selection	Comment Kent Dreamer is	7 horses are owned.	Kent Candle Kent Brian Kent Brian Kent Royal Kent Blue Kent Master You can purchase 1 more

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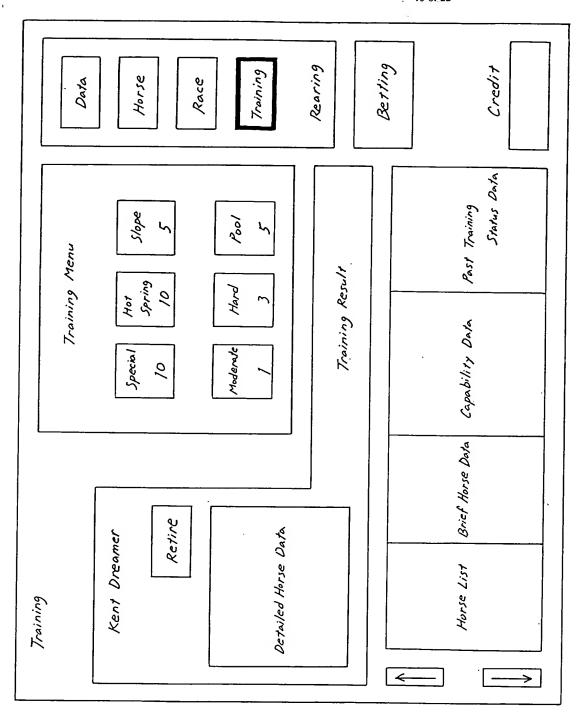


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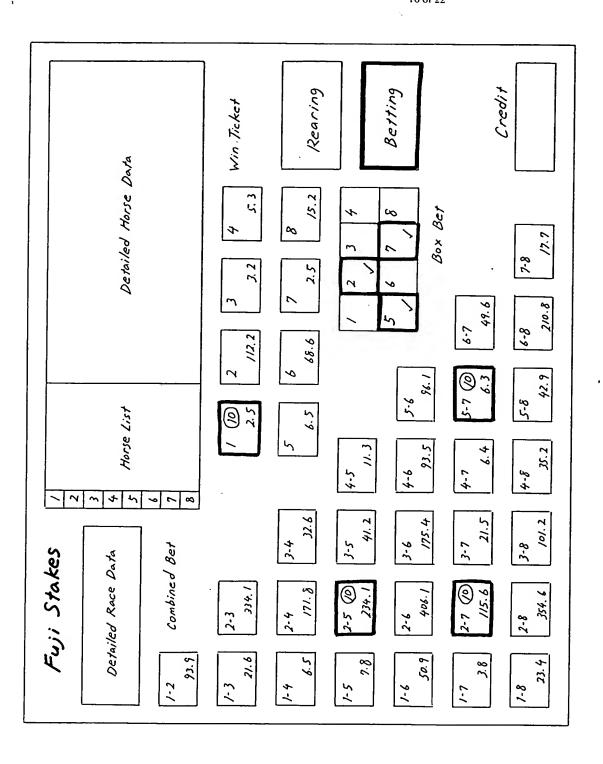
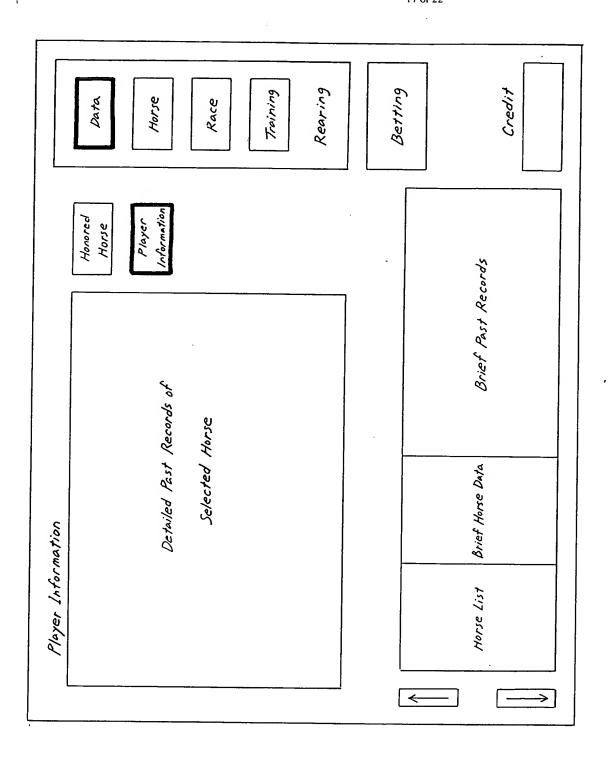
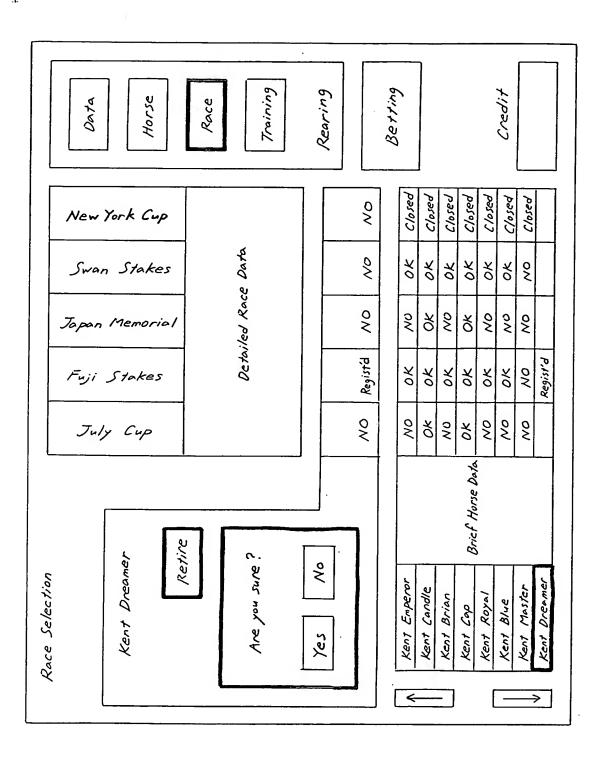


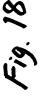
Fig. 16

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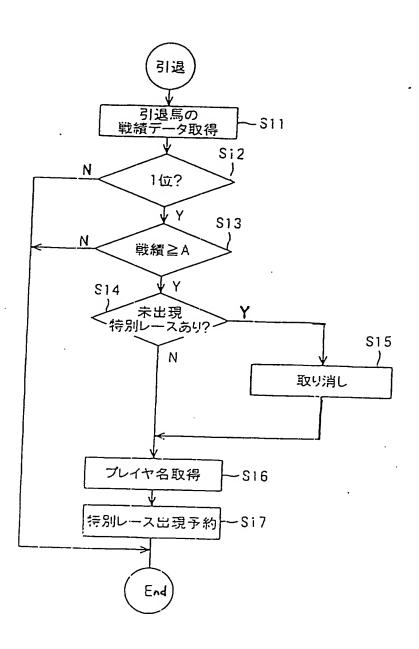


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	Data		Horse	Race		Training	Rearing	Betting	Credit	
	Horse Horse Information									
	detailed past records								Brief Horse Data Brief Past Records	
Honored Horse	horse	Kent Dreamer	George Storm						Horse List Brief H	
Ho	rank	/	2	3	4	3	þ		→ Hor	

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# Fig. 20



#### retirement processing

S11: acquire past records data of retired horse

S12: retired horse is first in honored horse ranking?

S13: past records of retired horse satisfies predetermined requirement?

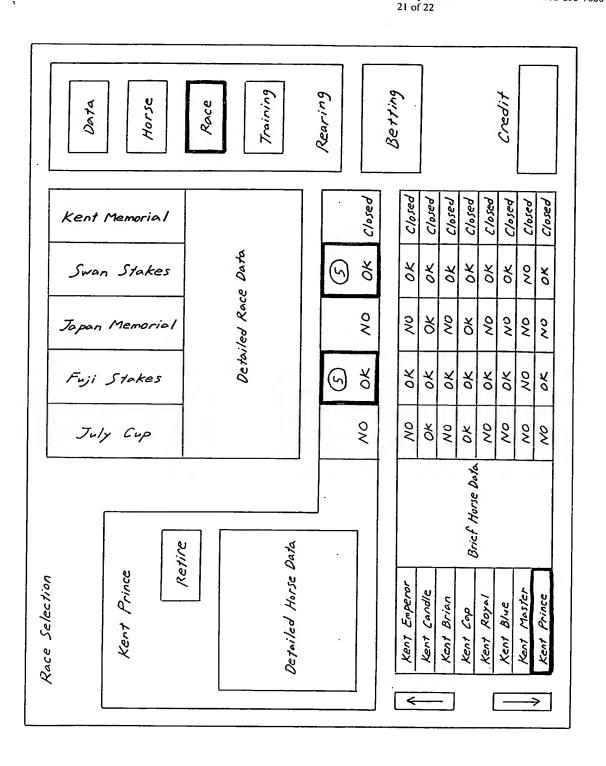
S14: reserved special race exists?

S15: cancel reserved special race

S16: acquire player name

S17: reserve special race establishment

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